

LIFE OF MONTY? How about....

LIFE OF

MARK (DIPLOMACY DIGEST) AND MONA'S OWN...

*31

#35,
actually

8/15/83 - ?

50¢

JOSHUA HERSCHEL BERCH

see Page 3, at the bottom....

Isn't it strange that issue #31 follows #34? Well, #35 came between #30 and #32, so I owed you a #31 instead of another #35, I guess. And I guessed right - how about that? Well, it's some issue of LIFE OF MONTY, brought to you in living, vivid, sparkling black-and-white by Don Del Grande, 142 Belize Drive, Greenbriar, CA 91904, U.S.A., phone (415) 461-2692, preceded outside of the US and Canada by whatever the country code is. Anyway, this is the thirty-fifth issue, despite what the number says.

I never know what's going into those issues beforehand, since this page is typed first, but the results of the Baby Pool will probably be announced, since Mona Berch is just about due as of this writing (August 20). And, of course,....

MONTY'S NEWS AND COMMENT is brought to you by certain people in Berkeley who want me back in school so I can pick up my degree and find a job for \$11/hour somewhere. (That's what Computer Scientists are supposed to get.)

PACIFICON will have ended by the time you read this....I need some more issues of THE VOICE OF DOOM, so expect a report in an issue of DINER's zine, like PACIFICON 80 and PACIFIC ORIGINS did. For those of you who thought preparations for EASTCON were bad....two weeks before this con is to start, the pre-registration forms haven't shown up yet! Just recently, I found out where the con is to take place - rumors had it that it was to be moved, but it wasn't. The AMERICAN HANGLER listed an address and a phone for information - it was the address of the person in charge of miniatures! At least I got a reservation, although prices went up from \$35/night last year to \$45/night for a single. (These are 50% of the regular rate - 90 DOLLARS for a room in San Mateo? Well, it is right between San Francisco and Silicon Valley.)

Speaking of ORIGINS, ORIGINS 85 has been awarded to the ATLANTICON group, so the 1985 ORIGINS will be in Baltimore. However, Dipcon is supposed to be held in Regions III and IV (the southwest and west). Also keep in mind that many hobbyists won't be at ORIGINS 84 in Dallas, so this ought to be a fight. It comes down to this: GMSG may not be held this year (I haven't seen any reports for it) - this leaves Anaheim, San Mateo (both Labor Day - too late for Dipcon?), and San Diego's PEERICON, which is held in July. Of course, everybody in the East and Midwest wants Dipcon in the east - either at ORIGINS or MARYCON, most likely. If an Eastern con gets DipCon out of turn (provided some Western Con makes a good bid - if MaryCon was considered for 84, why not Peericon for 85?), this just about proves that the Hobby exists for the people - in the eastern sections of the continent, and those of us out west can just fend for ourselves. If it comes down to, for example, ORIGINS (summer) vs. PACIFICON (Labor Day), however, than the Dipcon Organization can always "two one" to the west; after all, region IV is eligible, along with region 1, the East, in 1986. And if there is a bid in Region III, like Kansas City, that would be fine, since Dipcon is still following policy. (How about PudgeCon?) What's REALLY wrong here? Well, it's obvious that, with the ORIGINS/MARYCON argument this year, the regions don't mean a whole lot, or at least regions III and IV. May I make the following suggestion: add a fifth region by dividing regions 1 and II into three regions total (I, II, and III) and renaming regions III and IV (to IV and V), and have the Dipcon rotation as follows: (1) I and II; (2) II and III; (3) I and III; (4) IV and V. Or, keep the current regions, and change the rotation to: (1) I and II; (2) II and III; (3) III and IV; (4) any region (or (1) IV and I; (2) I and II; (3) II and III; (4) any region

(read - I and II); (3) III and IV). After all, what are the regions doing there if nobody wants to notice them? I must admit, however, that the population of region I is more than 90% of the combined populations of regions III and IV combined...

~~NUCLEAR ESCALATION~~

(~~4~~ player openings available)

How about (4) I and II

~~III, IV, V~~

Good night!

~~(3) III, IV, V (4) are regions not visible in (1, 2, 3) ?~~

GAME-REVIEWS-GAME-REVIEWS-GAME-REVIEWS-GAME-REVIEWS-GAME-REVIEWS-GAME-REVIEWS-GAME

NUCLEAR ESCALATION, from Blade, a division of Flying Buffalo, \$12

You NUCLEAR WAR fans out there - just when you thought it was safe to go out into the world - SUPERVIRUS arrives! It's NUCLEAR ESCALATION, designed as an expansion to Flying Buffalo's infamous NUCLEAR WAR (well, actually, FB re-released NW), although it can be played by itself (but WHY?). The object, for you non-Nuke types, is to be the sole survivor through a combination of cold war and hot stuff. Things start out peaceful, with players taking people from other players using propaganda. However, anybody can break out the nukes, which can take out up to 25 million people at a time under normal conditions - but who knows what can happen?

Instead of a spinner, NE uses a "radioactive" (glow-in-the-dark) die, a normal six-sided with the one replaced by a mushroom cloud. After an attack, the die is rolled; a number means that many million additional die, while a cloud could mean anything from double damage (with the target losing a turn) to a boomerang (the attacker takes full damage). When combined with NW, the spinner and the die is used - after the spinner, the attacker can decide whether to accept the result or roll the die for possible additional hits. (The maximum damage, caused by a 50 megaton with a "dirty bomb" spin and a "neutron bomb" die roll, is 100 million people. Of course, a 100 megaton exploding a nuclear stockpile doesn't need a die roll, since the dice went up with the rest of the solar system.)

A new selection of missiles are used in NE - Minuteman (same as Polaris), Titan (Atlas), and B-1 Bomber (B-70, but can carry 100 MT instead of 50), along with some new interceptors. There are also some special weapons: the Cruise missile, when launched, moves around the table until the original launcher decides to drop it on the person it's over for a 20 MT effect; the Space Platform can be loaded with any number of warheads and launched, after which one warhead per turn can be dropped IN ADDITION TO a normal attack; the Killer Satellite can only be used to destroy an airborne Space Platform; finally, the IX is launched with a warhead - for each 10 MT of the warhead, one attack can be launched, killing 2 million plus a die roll (thus, the 100 MT (actually, there are 2 in the combined game) can result in 10 attacks which are not necessarily against the same target).

But this wouldn't be good (if you like this sort of stuff....if not, why are you reading?) without the Secrets and Top Secrets. Some examples:

"YOUR SECRETARY OF CULTURE DECLARIES PUNK ROCK ILLEGAL....Angry rockers surround your capitol and close off the government....YOU LOSE ONE TURN"

"A strange probe from Venus spills mysterious radiation over your country....take a random card from the dead pile and add it to your hand" . "YOUR SCIENTISTS DISCOVER A FABULOUS CLONING TECHNIQUE....Take any single population card from your hand and double it from the dead pile" (Think twice before getting change for your 25 million cards)

"A meltdown accident in a nuclear reactor destroys 25 MILLION of the enemy population"

"SUPERVIRUS - Your enemy's germ warfare experiments have mutated into an unstoppable virus" The person drawing the card gives it to another player, who loses 1-6 million people. Next turn, that person gives it to an adjacent player, who loses 1-6 million; however, he can't give it to the person who gave it to him unless the owner holds onto it for another turn. The virus is eliminated by Superserum or when the virus is in front of a player wiped out by a nuclear attack.

also included are a number of non-missile, non-warhead "special" cards, one of which is the aforementioned Superserum. There is also "Civil Defense" (save 5 million when attacked), "Saboteur" (more-or-less like an Interceptor), and six "Spy" cards (can stop the Saboteur, take a secret after a person draws it but before it is revealed, see what face-down cards another player has, or stop another spy).

Is the game worth getting? If you don't own NUCLEAR, just get that one instead - it is a better starter game. If you do own N., put the 'zine down, pick it up again to read the rest of this, go out to your local game store, put down the money, and buy this game! (OK, now put this 'zine down,...)

ABUSH, from Victory Games, 324

The solitaire game with guts! This is strictly a solitaire game. If you want a two-player version, try SPT's old PIFFOL or SNIPER. The player represents a squad (8-10 men) in occupied France between D-Day and the Battle of the Bulge; the player is always moving Americans against Germans. The game consists of eight missions; in each mission, the strength of the squad and its weapons are determined by rolling 10-sided dice (the only ones used); the stronger the squad, the worse its weapons. Each soldier can carry two weapons (only one if it's an automatic rifle or machine gun) and six ammo clips/grenades/shells. There is no real "time scale"; each mission consists of Operations and Combat Rounds. In an operation, a stack is moved, its entry hex is determined, the hex coordinate is looked up on the Mission Sleeve (which is a folder with holes, inside of which a card with numbers is put and slid back and forth), and the number listed is the paragraph looked up. A lot of the paragraphs are not looked at if a certain sighting has taken place; this is to make sure that once a German has entered, the same one can't enter again.

Each paragraph usually requires either a perception check (to see if the Americans see a German) or an activation check (to see if the Germans see an American). Once a sighting is made, rounds take place; this is where movement/combat takes place. Combat is simple; weapon, range, and LOS combine to produce a number which must be rolled (the number or less) on one die for a hit, which results in another die roll for Panic, Wound, Incapacitate, and Kill results. In addition, jamming and ammo expenditure can occur. Hand-to-hand combat is also possible; in order to be successful, a roll of 7 or less is needed (4 or less if the attacker moved in immediately before combat), with a few modifiers for weapon skill and injuries.

Victory is dependent upon killing/incapacitating Germans and finding certain things as outlined in each mission. Random events can be a key item, since all of the regular items may be found and Germans killed without a victory.

This is definitely one of those "you like it or you don't" games; however, let me tell you something - the VG ads say that "it is never the same game twice", but the rules say "Each mission can be played only once." If you have a poor memory, you can play the same mission over and over without remembering where the Germans are. Also, if the game catches on, like SQUAD LEADER (originally supposed to be the one game only, with a possible Pacific expansion), there could be additional missions, countries, and maps. However, at \$3 a mission (which could be cut by using thinner Paragraph Cards), this could be an expensive thing. Oh - and Roy Henricks may have met his match; this game is NOT playable by mail!

THERE'S-NO-ROOM-TO-START-ANOTHER-REVIEW-ON-THIS-PAGE-SO-I'LL-JUST-THINK-UP-FILE!

Ban Schilling is the proud owner of all of TWO AND A HALF DOLLARS for winning the Baby Pool. Not only was he closest, but he was the only one to correctly guess the sex (mainly because he guessed them both - Coughlan, Byrne, and Caruso all said that it'd be a girl, and ALL FIVE guesses were for some time in the afternoon, a far cry from the actual time of 2:37 in the morning). Anyway, it's time for a LOUD CANNON SALUTE to JESUS CHRIST (what else would the Son of God be?) Joshua Herschel Berch...got those guns in place...hold your ears!

***** boom ***** (hat, you wanted me to wake the baby or something?)

UP FRONT (Avalon Hill, \$25)

The price looks steep - because, if you ask me, it IS. Enclosed are two counter sheets, a rules book, 162 terrain/action cards, and about 100 soldier/AFV cards - \$20, maybe; it's been a few years (six, I think) since the \$12 SQUAD LEADER, so that's probably why it looks so expensive. Anyway, UP FRONT acts a lot like SL (after all, it's "the SQUAD LEADER card game"), especially since there are 12 scenarios, plus Design Your Own and a Campaign Game, and the scenarios are limited to Germans vs. Americans or Russians, although, unlike SL, each scenario can have either allied country against the Germans, and many can have either side as the aggressor. (The scenarios are abstract, rather than historical, since each side controls a squad rather than a company or battalion; didn't TRENCHFOOT attempt to give "historical names" to battles where there were 10 soldiers to a side?)

The soldiers are rated for firepower (his weapon has a certain firepower at a given range), morale, close combat, "nerve", and "survivability" (the last two are referred to as "panic" and "KIA", which is what happens if the ratings are exceeded). There are crewed weapons (mainly machine guns, with a few mortars thrown in), which are more effective if one soldier forfeits his own weapon to be a gun loader. The "meat" of UP FRONT, however, is in its action cards. There are several types: terrain (which reduces the chance of hitting a defender in the terrain, with some exceptions that actually increase the chance); some terrain - hills, mainly - can aid or hamper an occupying attacker; smoke, wire, movement (move towards or away from the enemy, or to one side in a flanking attempt); fire (firing weapons, not the burning kind of fire); rally, concealment, and "cover" (which can't be used for anything except an open ground, which all cards can be used as by turning them over). Almost forgot heroes (mainly "extra rallies") and snipers (can attack one enemy card with a good chance of injury). Each card also has "random placement numbers" (there are 10 columns; column "x" has numbers from 1 to "x" in black and red) and "random numbers" (ranging from 0 to 6, again black and red).

At the beginning of a scenario, each player divides his soldiers into "groups" (AFVs always form their own groups, one per vehicle). Allied group A faces German group A, group B faces group B, and so on. The number of cards in a player's hand depends on country; America gets 8, Germany 5, and Russia 4. Each group can receive up to one card per turn played from the owning country's hand. Playing a movement card allows the group to move; moving forward or backward (i.e. advancing and retreating) allows the increase or decrease of "relative range" (all groups start at RR 0; RR 3 means nose-to-nose). Lateral movement allows flanking fire and changing groups. After movement, a terrain card can be played on the group (on the next turn). Also, a terrain card (especially a bad one) can be played on an enemy group; the enemy group can choose to retreat rather than accept the terrain. (Except for a stream, which must be accepted; however, they affect attacking from it, set into (across) it.)

Combat is based on firepower. Each weapon's FP gets higher when relative range is closer (higher); if a group has a high enough combined FP, a fire card may be played. Each fire card has a FP value and a combat strength; if the group's FP value is at least the number on the action card, combat takes place. To resolve the actual shooting, draw an action card for each soldier being attacked, and add the random number to the fire strength on the fire card (red random numbers subtract from the fire value; a red 3 or 6 is a malfunction). If the sum is at least the defender's KIA value, he bites the dust; if it is at least the morale value, he is pinned and turned over (a subsequent attack that is good for at least the panic value, only used when pinned, causes a rout; if the tenth random placement number is also at least as high as the panic value, it's a KIA). To remove a pinned result, a group must receive a Rally card, which rallies a given number of soldiers as stated on the card (1-6). One type of card rallies all soldiers in two groups. A hero can be played at any time; it is treated as a "Rally 1".

SUB/TRADE/WHATEVER

XENOLOGIC

There's most of the expected SQUAD LEADER stuff - minefields, offboard (what board?) artillery, flamethrowers, satchel charges, night rules, entrenchments, and a few CROSS OF IRON things - troop types, wounds, and anti-tank mines.

What bugs me, though, is that somebody - probably either Courtney Allen or Don Greenwood - gave UP FRONT a complexity rating of 4. In comparison, GUNSLINGER, SOURCE OF THE NILE, ALEXANDER, and CRETE/MILT. all rate a 5, and WSADM rates a 6. (SL itself rates an 8.) All right, it's time for someone at all to speak out - from the land of "six-sided random number generators" and "roll playing", somebody admit that complexity rating is calculated by "designer's estimate plus 2 six-sided dice minus 6" or some other random method.

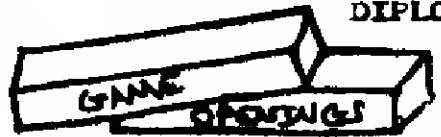
To be honest, I recommend SQUAD LEADER over UP FRONT, even though SL scenarios (supposedly) take longer. You could always expand SL, at a cost of ease of play (after all, GI is much harder than SL). Besides, SL costs less.....

PRO TENNIS (Avalon Hill, \$16)

This is for you solitaire tennis fans. PRO TENNIS rates the top 50 male and female players for certain things and enables rather quick matches with "individual strategies" (oh, sure). The way each point works: the server rolls 5 dice (1 red, 2 white; the white dice are read as a 2-digit number, smaller digit first) and checks the serve column on the player's card on the white dice roll row. There are 4 results: double fault, good serve, point, and ace. On a good serve, the receiver rolls 3 dice and consults the serve return column. Again, there are four results: out, setup, volley, and point. On setups and volleys, the player hit to rolls three dice and consults the setup or volley column on his/her card, with out/setup/volley/point results. This continues until a point is scored (by ace, point, or out).

A "point" result can be changed; if the point roll had a red die of 3, and the point's "loser" can roll equal to or less than his/her "clutch value" on the white dice (ratings range from 22 for e.g. Vince Van Patton and Betsy Nagelison to 33 for Jimmy Connors and Martina Navratilova), the "loser" made a great shot (treat it as a volley shot). There are three strategies, which can be used after a volley result with a 6 red die: Rushing the Net (use the Serve Return column, with Volley/Point meaning you got the point and Out/Setup meaning you lose the point), Drop (your opponent does a Rushing the Net), and Smash (a volley, but you can add 1 to either white die). Some strategies are better than others depending on who is playing who: for example, if Kevin Curran is playing Vince Van Patton, a rush has a 56% chance of success, while a drop has a 69% chance of success. If Curran meets Jimmy Connors, a rush beats a drop, 56% to 8%. (A smash for Curran has 63% chance of an instant point, compared to 92% for Connors.)

Despite what AH says, this is NOT a game for 2 players! Besides, it bases the players on an overall level - no difference for clay vs. grass, which should make a major difference; I'd like to see Clore beat McEnroe on grass the way he did on clay in the Davis Cup opener! Still, like I always say, "that's what ALL-STAR REPLAY is for." If AH can overhaul TITLE BOUT and STATES-PRO FOOTBALL (three editions in as many years), PRO TENNIS isn't too far behind.


DIPLOMACY....~~GM~~: Dick Martin. Run outside of the 'zine, but reports will appear here. No fees! Signed up: Michalski, Brawner, Gardner, Lucas, and shores.

UP FRONT: As it is, it'd take too long to P&W.

NUCLEAR ESCALATION: Need 6-8 players. All you pubbers can plug this one now. Will combine with NUCLEAR WAR. No fees. House rules included in this issue.

SOURCE OF THE NILE: Still open, although I don't know why. Game II used. No fees, as usual, and you get as many men as you want - one at a time.

HOUSE RULES for PBM play of NUCLEAR ESCALATION, produced by Blade, a division of Flying Buffalo

1. The 1983 rules will be used unless modified here. In true Berkeley Computer Club style, the NUCLEAR WAR/NUCLEAR ESCALATION combined rules will be used. (Reference to "Anti-Missile Missiles" actually mean "Interceptors")
2. At the start, each player receives the appropriate number of Population cards, nine Missile/Warhead (hereafter called MW) cards, plus additional MW cards so that the number of non-SECRETS (including TOP SECRETS but not SPECIALS, since they are kept in the hand) is nine.
3. Each turn consists of one mailing per player; all player mailings are simultaneous. Each mailing consists of how secrets are to be played, what card to place face-down, and, if the turn-up card is propaganda or the player can make a launch (missile/warhead, missile/Killer Satellite, Cruise Missile, MW/warhead), against which player the action is taken against. Also, conditional orders on the play of anti-missile missiles and Special cards, plus moving the Supervirus, are made if appropriate.
4. All players play simultaneously. Events occur in this order:
 - 1) Cards are placed face-down from the hands; cards already face-down are turned face-up; secrets are played.
 - 2) Propaganda cards take effect. If some players have missiles and warheads at the same time, propaganda takes effect because it comes first.
 - 3) Warheads and other boom-booms, including anti-missile missiles, take effect. Should more than one player attack the same country, the attacks will occur in random order; if there are attacks remaining when the population is wiped out, the player(s) who didn't get their attacks off can switch targets if their orders conditionally say so; otherwise, the attack is lost (unless it attacks the attacker).
 - 4) Final retaliation takes place, if the wiped-out player(s) have conditional orders. Anti-missile missiles ordered for use in retaliation are launched.
 - 5) Each player receives an MW card. If it is a Secret or Top Secret, an additional card is drawn (repeat this until a card which is not a Secret or TS is drawn).
5. The Body Bank - or, the "bank" - is always assumed to be able to "make change" to cover losses/gains perfectly. If necessary, the GM can make change (or take change) for any player at the GM's discretion. (For example: a player has 2 2's and a 1, the bank has a 5 and needs a 2 - the GM can give the player the 5 in exchange for the two 2's and the 1.)
6. This is a game of survival, where you just can't trust the person next to you. In addition, this is winner-take-all - if there is a winner. Therefore, no draws nor concessions are allowed.

SAMPLE ORDERS:

Put down the 20 Megatons warhead, unless peace is declared, in which case pick up the down card and put down the 25 Million Propaganda and the B-1 Bomber.

If player one has a secret, use the Spy to steal it.

Drop the 50 Megatons on player two; if he is wiped out, drop on player four.

7. Orders for Final Retaliation need only be given once; they may be changed at any time. If no final retaliation orders are given, the last orders that the player gave are assumed to be in force. If that player has not given any final retaliation orders, and

SORRY about this issue's quality - my typewriter ribbon

that player is wiped out, the GM will match warheads to missiles, attempting to launch the larger warheads over the smaller ones (e.g. with a B-1 or Saturn, a 50 Megaton, and a 20 Megaton, the 50 will be launched). Cruise missiles cannot be launched on the turn a player is wiped out (by the eliminated player, that is) but can be dropped (but not in retaliation). If a cruise missile is in orbit when the launching player is wiped out, it will fall to earth harmlessly unless the eliminated player orders otherwise (even after elimination, in an attempt to salvage a no-win situation). If an eliminated player has an IX and no orders for retaliation, the player's largest warhead will be launched on the IX.

8. CRUISE MISSILE ORBITING: When a missile is launched, the launching player lists the other players in the order which he wants the missile to orbit. If the "next player" has been eliminated, the next name is used, and so on. If the missile comes back to the launcher who has been eliminated, there is no effect by the missile, which is removed.
9. CLARIFICATIONS: Only Titans and Atlases can launch a Killer Satellite. If a player is eliminated by a Secret or Top Secret during peacetime, he does get a Final Retaliation. If any IX missile attack roll is a ~~CLOUD~~ followed by a 5 or 6, 4 million people are destroyed (plus loss of turn for a 6).
10. NMNs: If a player doesn't send his moves in, any secrets/TS are played randomly, a card is randomly chosen to be played face down. (Note: if the down card is a missile, an allowable warhead will be chosen if available; otherwise, a missile will be chosen if available.) A missile/warhead attack will be made at random, if a missile and warhead card are face-up. A cruise missile, if turned up, is randomly launched; if one owned by the NMNing player is in the air, it is randomly moved (in orbit). A Supervirus card remains with the NMNing player (too bad!).
11. A missile/warhead, space platform, or cruise missile attack will use both the spinner and the die unless the weapon owner states that the die is not to be used under certain conditions.
12. No optional rules are used, unless all players and the GM agree to their use before the game begins. Players may submit suggestions for optional rules before the game begins; a vote is taken with the first turn, and any rule(s) unanimously agreed to (no vote is NO unless the player NMNs, in which case it is a YES) will be used. (The GM need only list for vote those optional rules he wishes to use.)
13. Playing NUCLEAR ESCALATION is not limited to men, despite the numerous references to "he".
14. There is no rule 14 in NUCLEAR ESCALATION. This replaces the famous "no rule 9" in past house rules.
15. Rule 16 is false and shouldn't be believed.
16. Rule 15 is true and should be believed.
17. The GM is always right.
18. In case the GM is wrong, refer to rule 17.
19. People of sound mind aren't NUCLEAR ESCALATION players, so members of the Diplomacy hobby, especially publishers, are welcome.
20. Anything not covered in these rules will be handled in whatever way the GM feels like doing it, but an attempt at consistency will be made.

was too weak to come out clearly in normal copies

The D.I.D. MAILIN' department....here is the current LIST OF LINES WITH
sub Balance as of August 28 after deducting 50¢ for this:

| | |
|---|-----------------------|
| Marty Baker, 503 Baker Court, Richmond, KY 40175 | 5.70 |
| Mike Barone, 2811 Robins, Endwell, NY 15760 | THE SHOGUN'S SWORD |
| Konrad Baumister, Box 6039 Henle Village, Georgetown University, Washington, DC 20057 | GIVE ME A WEAPON |
| John Bourdman, 234 East 19th Street, Brooklyn, NY 11216 | CITYLINE |
| Jack Crammer, 10396-B Second Lane N., St. Petersburg, FL 33702 | 1.50 |
| James Briggs c/o 3040 Redbrook Road, San Diego, CA 92117 | 2.85 |
| Allan Culhamer, 501 N. Stone, La Grange Park, IL 60325 | Complimentary |
| John Caruso, 160-02 45th Avenue, Flushing, NY 11358 | 7.50 |
| Gary Coughlan, 4614 Martha Cole Lane, Memphis, TN 38118 | EUROPE, ANYWHERE |
| Mike Dean, Room 57, Culduthel Hospital, INVERNESS, Scotland | SYNTHOPATH |
| Peter Doubleday, Magdalene College, Oxford OX1 4U, U.K./THE THING ON THE MATT (Last known address - anybody know of a change?) | THE THING ON THE MATT |
| Paul Gardner, P.O. Box 283, Randle, WA 98377 | .50 |
| Scott Hansen - see Scott Petersen | |
| Roy Henricks, 129 Deerfield Drive, Pittsburgh, PA 15233 | 2.50 |
| Jerry Lucas, 3903 Lakemead Way, Redwood City, CA 94062 | 2.20 |
| Dick Martin, 26 Orchard Way N., Rockville, MD 20854 | REVENGE |
| Jack Masters, 25711 N. Vista Fairways Drive, Valencia, CA 91355, BLACK FROG* | REVENGE |
| Mark Matuschak, 411 West 116th Street #742, New York, NY 10027 | THE RUZARD'S BREATH |
| John Michalski, Rt. 10, Box 3264, Moore, OK 73165 | 2.60 |
| R.L. Merton, 173 Irving Avenue, Ottawa, Ontario K1Y 1B8, Canada | 6.10 |
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| Don Schilling, Apt. 315, 24730 Roosevelt Court, Farmington Hills, MI 48318 | 4.15 |
| Gregg Shores, 283 Grizzly Peak Blvd., Kensington, CA 94708 | 5.50 |
| Pete Tamlyn, 2 Peplar Road, The Coppice, Aylesbury, U.K. | THE ACOLYTE |
| Rod Walker, 1273 Great Drive, Encinitas, CA 92024 | NDA MEMBER |
| Jerry White, 6620 Leon Street, Prunedale, CA 93907 | 6.00 |
| Judy Winsome - same address as Jerry Lucas | WINSOME LOSERONE |
| Bob Wyatt, 1645 S. Marion, #201B, Springfield, MO 65807 | 2.15 |

*These are 'zines which publish irregularly or very rarely, but I trade for them anyway...and when Masters makes his way back into the hobby, what do you think he'll remember? Besides, I feel another SLACK FROG in the works somewhere - something like a game in the Avalon Hill or Victory Games pipeline just waiting to come out eventually. I know what you're going to say - something along the lines of "why wait for SLACK FROG - just read something by Thurber".

AND NOW, FOR ANOTHER SPECIAL FEATURE - BRUGHT-ON-BY-THE-LACK-OF-ANYTHING-ELSE-TO-DO-

*****IMPORTANT NOTE! BACK ISSUES are available CHEAP! I'm loaded with copies of issues 1, 2, 3, 7, 12, 12A, 20-28, and 32-34. You can have back issues for THE COST OF POSTAGE! If an issue is out of stock, you may still order it for 50¢/page plus postage; all back issues, except the "original" issues (reprinted to #12), are available this way.



It's the
EXTRA-SPECIAL
★ ★ ★
THREE-STAR
PACIFICON
PICTURE FEATURE

← LOM welcomes PACIFICON -
and vice-versa, too



Jim & Linda Bumpas,
who ran the Diplomacy
tournament, as well as
a "Bourse Tournament".

(Jim publishes THE
LIBERTERREAN, by
the way.)

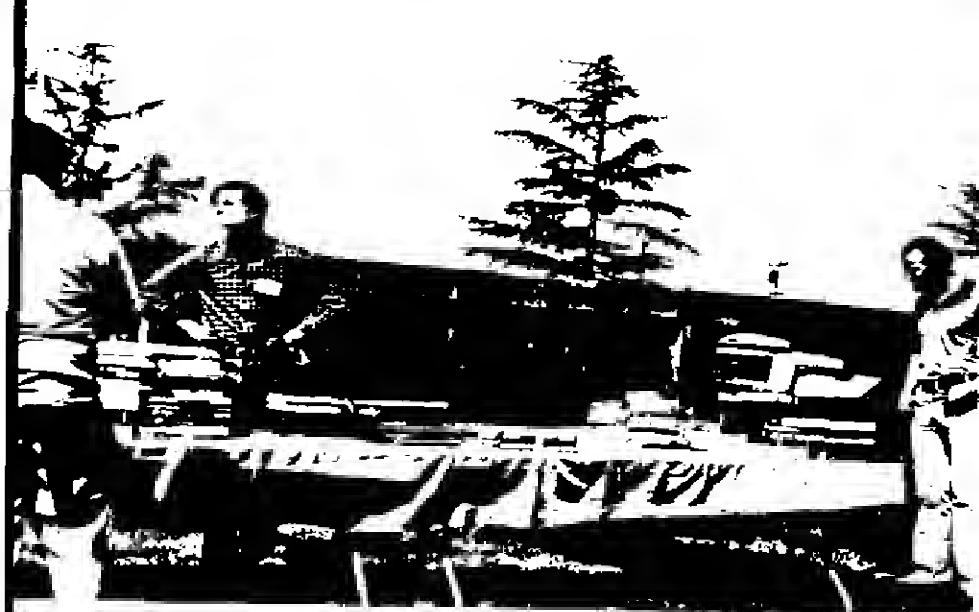
This is the front of the
Dunfey San Mateo, where
PACIFICON was held.

I'll bet Kathy Byrne
wishes that some Eastern
cons were held in places
like this!



NOTES:

The top board of the
Diplomacy tournament.
The one in the cowboy
hat is Dave Grabar -
who won this game as
Austria! (However, he
finished fourth overall,
despite this win - he
was too busy running
the role-playing tournament.)



90° in the shade - and no shade to speak of. Perfect auction weather, based on past performances. Used versions of Avalon Hill's famous 1914 went for around \$5! Meanwhile, a slightly-used CIVILIZATION sold for \$16. (No TRAFALGARs or original TACTICS, though.)

This is a game! Actually, it's about 6 - this is GDW's EUROPA, so far (there's THEIR FINEST HOUR, THE FALL OF FRANCE, ONE WITIG, MARITA-MEKAVUR, and DRANG NACH OSTEN/UNENTSCHEIDEN). Now, there's also WESTERN DESERT and THE NEAR EAST, which go at the bottom of this map. (EUROPA is designed to be played as a single game....)



What I say
may be BULL.
What I do is
another STORY.

Appropriate words from
the shirt of Vaughn
Heppner, who won the
Diplomacy tournament.

FINAL RESULTS: 1) Vaughn Heppner 27.03
2) Steve Caverman 22.85

3) Kevin Kozlowski 22.81
4) Dave Grabar 22.45



The gang gets together after a tough match.

Dave Graber is wearing the hat; to the left is Vaughan Heppner, the tournament winner.

Would you buy  a used car from this man? Isn't that the guy who rated the lowest in the North American GM poll? That's right, it's yours truly, the publisher of LOM, and I'm wearing the shirt (green with gold letters) to prove it. (If you can't read it, it says LIFE OF MONTY, like the one Gary Caughlan wears, more or less. Now you know where Gary gets his taste in clothes....)

YOU TOO can get a shirt like it - it'll say anything you want it to. For only \$8 postpaid plus 10¢/letter (15¢/letter for large letters), you can get one of these shirts.

Colors: red, green, black, brown, light blue, dark blue, and tan; letters come in silver, gold, white, purple, red, and black.

(Colors subject to availability in your size)

Well, that ends another issue of LOM. My schedule being what it is, the next issue of LOM may be a little later than the normal 4½-5 weeks away, so don't panic if you don't see LOM at its normal time. Speaking of which, I haven't seen ENVOY in quite a while, and the "new" SHOGUN'S SWORD hasn't come out yet, but I'm still waiting....

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